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HANDS-ON with the ZIGZAG® BOOTFLOPPY DEMO



ZZstructure is a system for software construction and viewing using crossed lists. ZigZag is the registered trademark for Ted Nelson's zzstructure software, intended eventually as a mechanism and design for a whole new computer world. The ZigZag prototype shows primitive operations of zzstructure. It was programmed, and put on the boot floppy, by Andrew Pam of Xanadu Australia.

Full keyboard instructions are at end.

EXPLORING

FIRST THE ARROW KEYS.

BUILT-IN ARROWS affect the right window: left arrow, right arrow, up, down

NOW THE LETTER KEYS (for touch-typists): diamond arrow pattern for the two windows--

Left hand, left window: esfc, dD

Right hand, right window: ijl(,), kK

GO TO AN ARBITRARY CELL #g, #G

Go to home cell g,G

QUAD WINDOWS let you see a cell's content. q,Q

LET'S CHANGE DIMENSIONS!

Right window: xyz

Left window: XYZ

Reset dimensions: r,R

LET'S EXPLORE!

THE DEMO AREA: From home cell go to the right, and let's look around...

THE SYSTEM AREA: From home cell head to the left.

DIMENSION LIST. You can add a dimension by putting a new cell on this list, containing the name of the dimension.

MENU AREA. Green cursor selects operation, blue cursor chooses where you want it to take place, ENTER executes operation.

REBUILDING THE WORLD

HOPPING h,H direction

CONNECT #,direction This will connect the specified cell to the blue-accursed cell. Type in the cell number and the direction; if the corresponding edges of both cells are free they will be connected.

MAKING A NEW CELL n,N direction

DELETE CELL: delete key.

MAKING A CLONE t,T direction The clone appears alone in the window, needs connecting. Note that clones of a specific cell are connected to it on the clone dimension.

EXERCISE: Make a new menu! Clone the existing commands in some arrangement you like.

USING A DATA DISK

Supplied: Holm Family demo disk. (It has only one file, "zigzag.zz", which will be used by the bootfloppy demo you're now using. The rest of the data floppy has other interesting stuff on it.)

Practice: PUT IN YOUR OWN FAMILY, delete mine, save your family on disk.

The bootfloppy program can use any ZigZag data set made with this system, which can be stored elsewhere under any other name, but it has to come in on a floppy and at the time you use it it has to be called "zigzag.zz" (sorry).

ZIGZAG KEYBOARD COMMANDS

EXIT ZIGZAG: *ctrl-x*

LEFT WINDOW (menu cursor): quad window Q • cursor directions S E F C or s e f c • go forward d • go backward D • reassign x-axis X • reassign y-axis Y • reassign z-axis Z • flip between row and column view V • cursor go home G • go to specific cell (cellnumber) G • clone this cell T

RIGHT WINDOW (event cursor): quad window q • cursor directions J I L (,) or j i l (,) • go forward k • go backward K • reassign x-axis x • reassign y-axis y • reassign z-axis z • flip between row and column view v • cursor go home g • go to specific cell (cellnumber) g • clone this cell t • arrow keys may also be used for directions J I L (,)

EXECUTING MENU CELL (begins with #): place left cursor on cell RETURN NEW CELL: n or N followed by direction key S E F C d D J I L (,) k K HOP: h followed by direction S E F C d D J I L (,) k K

TO CONNECT CELLS: type cell number of one cell, put right cursor on other cell and hit direction key of its desired edge: S E F C d D J I L (,) k K TO BREAK CONNECTION (right cursor): b direction S E F C d D J I L (,) k K TO MAKE NEW DIMENSION: go to cell 1 (top of dimension list) and make new cell in that column, edit cell and type in name of new dimension. Deleting a cell in this column deletes its dimension. DO NOT DELETE d.1, d.2, d.cursor, d.clone.

[boot floppy only:]

EDITING CELL CONTENTS: *ctrl-k* opens editor. EXIT EDITOR: *ctrl-k X*

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